

Aen Laöre (TTRPG)

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“The North thinks all elves in the woods are Scoia’tael, hiding in the mud and starving for a lost cause. But the Aen Laöre of the deep South pity the Seidhe. They don't just hide in the forests; they shape them. They wear silks of brilliant red and emerald, woven stronger than chainmail. They eat the dead rather than hunt the living, and they depose their own kings before they grow too old and stubborn. If you wander into the laurel forests of the Tir Tochair, tread lightly. They are not mindless butchers, but they have spent centuries perfecting the art of the ambush.”

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Lore & Background

The Aen Laöre (People of the Laurels), known to Nilfgaardians as the *Aen Woedde* (Wood Folk) or simply "Wood Elves," are a collection of southern elven cultures that inhabit the deep forests stretching from Geso and Ebbing down to the Lower Alba and the Tir Tochair mountains.

Their origins are born of rebellion and trauma. Centuries ago, they splintered from the Aen Nílfe during a brutal, 200-year civil war known as *The Kinstrife*. The ancestors of the Aen Laöre were the "Noveo Edenists"—a faction that violently opposed the Aen Nílfe's practices of slavery and elven supremacy. Crushed by the imperialist faction, the survivors retreated into the deep southern forests.

Rather than trying to dominate nature, the Aen Laöre chose to integrate into it, believing that the mythical "Eden" could only be restored through humility and ecological balance. They are sedentary, practicing advanced botanical manipulation rather than traditional farming. They are highly pragmatic survivors; when the Nilfgaardian Empire expanded, the Aen Laöre negotiated autonomy and non-interference in exchange for acting as elite forest scouts—a sharp contrast to the doomed rebellions of the Northern Aen Seidhe.

Physical Characteristics

The Aen Laöre look distinctly different from both standard humans and their Aen Nílfe ancestors due to centuries of isolation and intermingling with dryads and naiads.

- **Skin Tone:** Typically pale with a mist-like or olive undertone. In coastal or sun-rich regions, their skin tans to a swarthy hue, but it lacks the golden or reddish sheen of the Aen Nílfe.
- **Eyes & Hair:** Black hair is common, but their dryad heritage frequently manifests in various shades of green, gray, brown, and golden wheat. Their eyes generally mirror their hair—green, gray, gold, and amber.
- **Physiology:** They are tall, ranging from 1.85 to 1.95 meters (rarely surpassing 2 meters). They possess standard elven traits (pointed ears, lack of cuspids, no laryngeal prominence), but their most distinct feature is their slightly elongated fingers and toes, an evolutionary adaptation that grants incredible balance and climbing ability in the dense forest canopy.
- **Lifespan & Fertility:** They live an average of 567 years. Uniquely among elves, they have a remarkably high rate of twin births (both fraternal and

identical), which allowed their population to recover after the devastation of The Kinstrike.

Naming Conventions

Aen Laöre names incorporate the individual's given name, their same-sex parent's name, and their clan affiliation. The structure follows: **[Name] aep [Parent's Name] ar [Clan Name]**

- **Male Names:** Ainsel, Arzhur, Carvam, Dewi, Gaël, Loïc, Rónán.
- **Female Names:** Aëte, Aine, Bleizenn, Énora, Gwenn, Maiwenn, Yuna.
- **Example:** *Aëte aep Mael ar Ainecinn* (Aëte, daughter of Mael, of the Light Clan).

Sub-Race Mechanics: Aen Laöre

When creating an Elven character, you may choose to play as an Aen Laöre. You retain the standard Elven lifespan and social reactions, but you **replace** the standard Elven Perks (*Artistic, Marksman, Nature Attunement*) with the following Aen Laöre Perks.

1. Arboreal Morphology

Thousands of years of adaptation in the southern canopies, combined with slightly elongated fingers and toes, have made the Aen Laöre peerless climbers and ambush predators.

- **Effect:** You gain an inherent +2 to **Athletics** checks when climbing, swinging, or jumping. Furthermore, when in a forest or densely wooded environment, you gain a +2 bonus to **Stealth** checks.

2. The Pedocratic Mindset

Aen Laöre society is a "pedocracy"—ruled by the young (those under 200 years old). They value plasticity, rapid learning, and adaptability over rigid, ancient dogma, actively deposing elders who become too inflexible.

- **Effect:** Your mind is conditioned to rapidly adapt to new information rather than relying on stubborn tradition. You gain an inherent +1 to **Deduction** and +1 to **Resist Coercion**. You are highly resistant to being manipulated by appeals to authority or ancient laws.

3. Scavenger's Ethics & Botanical Mastery

The Aen Laöre refuse to hunt or slaughter animals, relying instead on "ritualized scavenging" (eating animals that die of natural causes or predators) and highly advanced botanical cross-breeding.

- **Effect:** You gain an inherent +2 to **Wilderness Survival**. Additionally, your digestive system is uniquely adapted to your ethical diet; you are completely immune to the *Nauseated* or *Poisoned* conditions that would normally result from eating spoiled, diseased, or raw meat.

Roleplaying an Aen Laöre in 1272 AR

In the North

You are an absolute anomaly. Northern humans will likely mistake you for a Scoia'tael rebel, while actual Scoia'tael will view you with deep confusion. You do not share their desperate, suicidal hatred of humans. You pity them for their rigid adherence to dead kingdoms, viewing their war as a failure to adapt to the changing ecosystem of the Continent.

In the South

You walk a delicate line. Nilfgaardian citizens generally leave you alone, respecting the ancient treaties that grant your people autonomy in the southern forests. However, you harbor an ancestral, deep-seated wariness of the imperial core (the descendants of the Aen Nílfe), remembering the purges that drove your people into the woods centuries ago.

Mindset

You are intensely pragmatic, humble before nature, but unapologetically vibrant. You do not hide in mud and rags; you wear brilliantly dyed, untearable spider-silk clothing in shades of bold emerald and deep crimson. You see death as a natural part of the cycle to be respected, not feared or accelerated. You value youth, flexibility, and the ability to change one's mind over ancient wisdom and stubborn pride.



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